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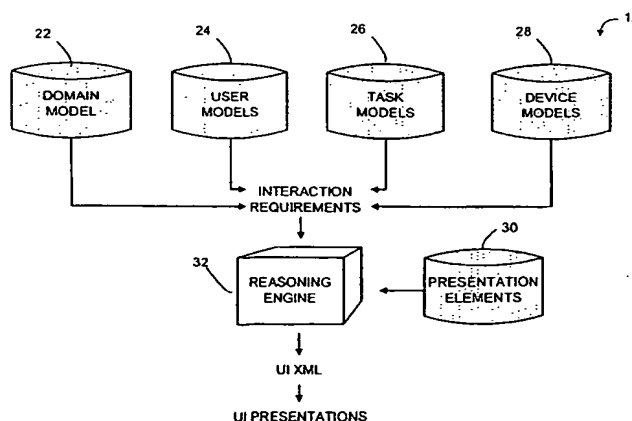
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(54) Title: INTERACTION DESIGN SYSTEM

(57) Abstract: An interaction design system (12) may be used by a designer to design a user interface. The designer supplies the interaction design system with a domain model (22) that contains information characterizing an application in a domain, a user model (24) that contains information characterizing the users of the user interface, a task model (26) that contains task primitives to be performed between the user and the user interface and the type of information required by the task primitives, and a device model (28) that contains information characterizing the interaction delivery devices that are available to deliver the user interface. The interaction design system (10) then matches the interaction delivery devices in the device model (28) to the type of information required by the task primitives and to the information characterizing the users, matches presentation objects (30) to the task primitives and to the information of the domain model (22), and generates the user interface based on the matches (32).

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